



THE STUNNING CONCLUSION TO THE HALO® TRILOGY

The Covenant controls Earth, the all-consuming Flood is unleashed and the fate of the galaxy hangs in the balance. An ancient secret, buried under the sands of Africa for untold millennia may hold the key to our salvation or our doom. Spartan-117, the Master Chief, a biologically augmented super-soldier, must uncover that secret and stop the forces that threaten us once and for all. He is the last of his kind, a warrior born for combat, bred for war... and humanity's only hope.



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WARNING Read instruction manual for information about game features and other important safety and health information.

ESRB Rating: T for Teen

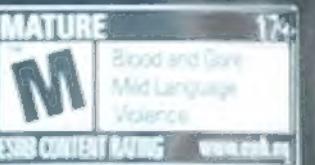
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DOLBY
DIGITAL

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XBOX 360

XBOX 360

ONLY ON
XBOX 360

XBOX
LIVE

NTSC

HALO 3

HALO 3



Game Experience May
Change During Online Play

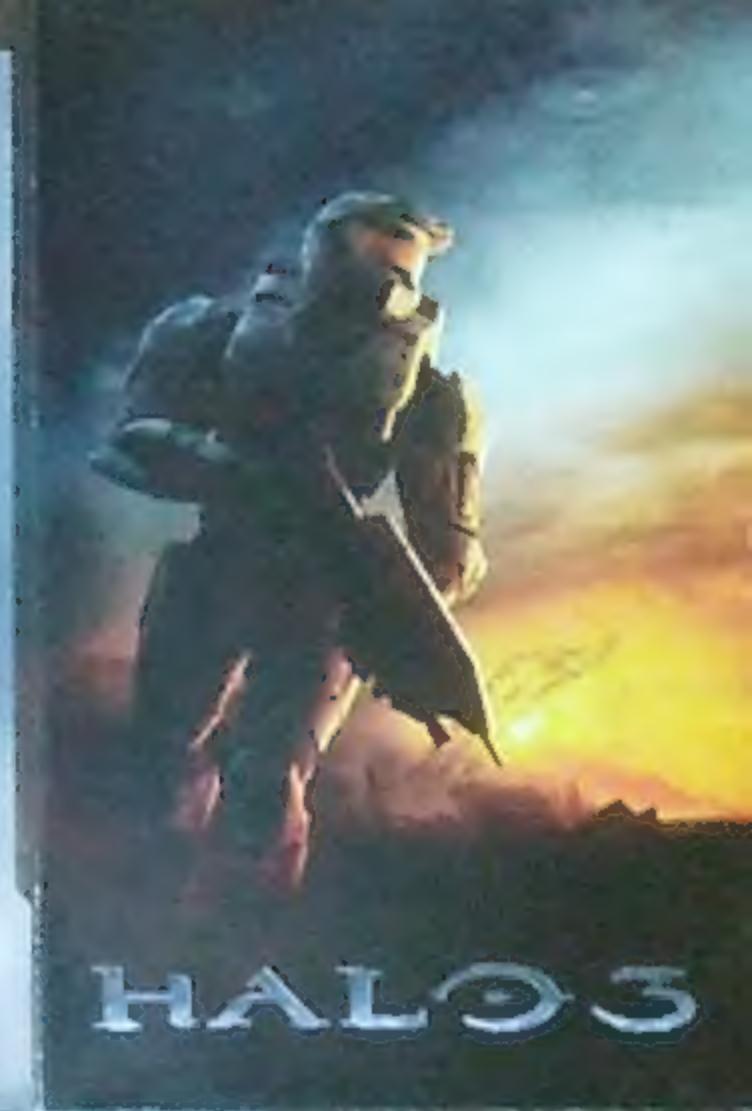
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HALO 3

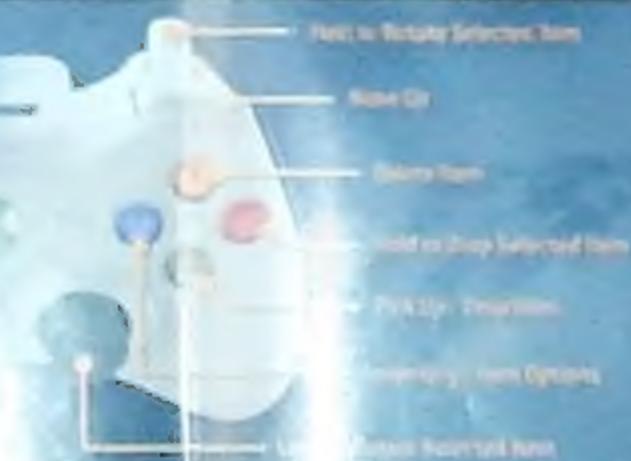
GAME CONTROLS, DEFAULT



FILM CONTROLS



FORGE CONTROLS, EDIT MODE





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Halo 3 Storyboards

A Picture's Worth a Thousand Frames



A storyboard looks a little bit like a comic book. But upon closer inspection, you'll see that a storyboard tells its tale in part by giving very clear instructions. Sometimes those instructions are than 1 direct, such as where a camera should start and how that camera should move. Other panels might simply ask the viewer a leap of imagination. Imagine that a sunset is eclipsed an explosion, or imagine that the heroine's tears are wet in her eyes. But the picture in this case is worth a thousand frames. And in either case, a storyboard is a step-by-step guide to writing and filming the story you want to tell.

We use the ~~coarse~~ film, but that's not exactly what we do here at Bungie when we make our cinematics. The techniques, the camera angles, the methods of framing! are all plucked straight from Hollywood of course, but we add other layers

of game-specific stuff we apply. So we mix media—from live-action gameplay, to CGI, to straightforward video, to these strange little comics we call storyboards.

The comic book appearance isn't just coincidence. The first folks to use storyboarding (in its modern form) as a complete production technique were Disney Pictures, with a 1933 short called *Three Little Pigs*. Of course, they didn't exactly *invent* it. Directors and cinematographers have been making sketches, often series of sketches, since motion pictures began—but Disney institutionalized these walls of images as a normal part of business.

Lee Wilson, who created all these sketches with the collaboration of the Cinematics team, is a longtime Hollywood professional who's worked with everyone from Luc Besson to Renny Harlin. He brings a wealth of experience probably unmatched in video games, at least, but he brings something else too. He brings with him a passion for video games and for *Halo* that makes him a natural addition to the business of interactive cinematics.

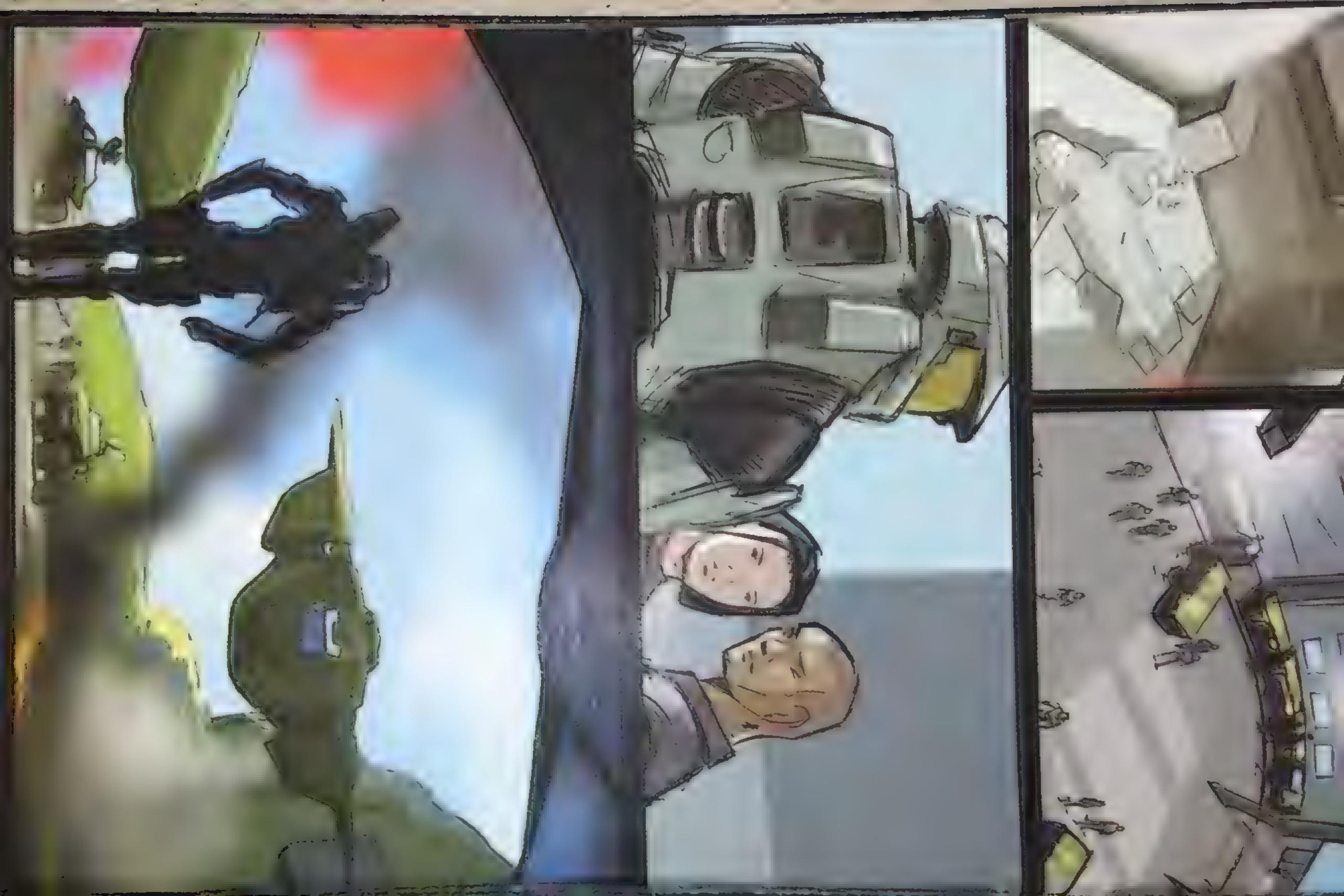
Like any business, storyboarding has developed its own techniques and jargon. There are certain standards adhered to and conventions followed. But you don't need to know what those are to see how important the storyboard is.

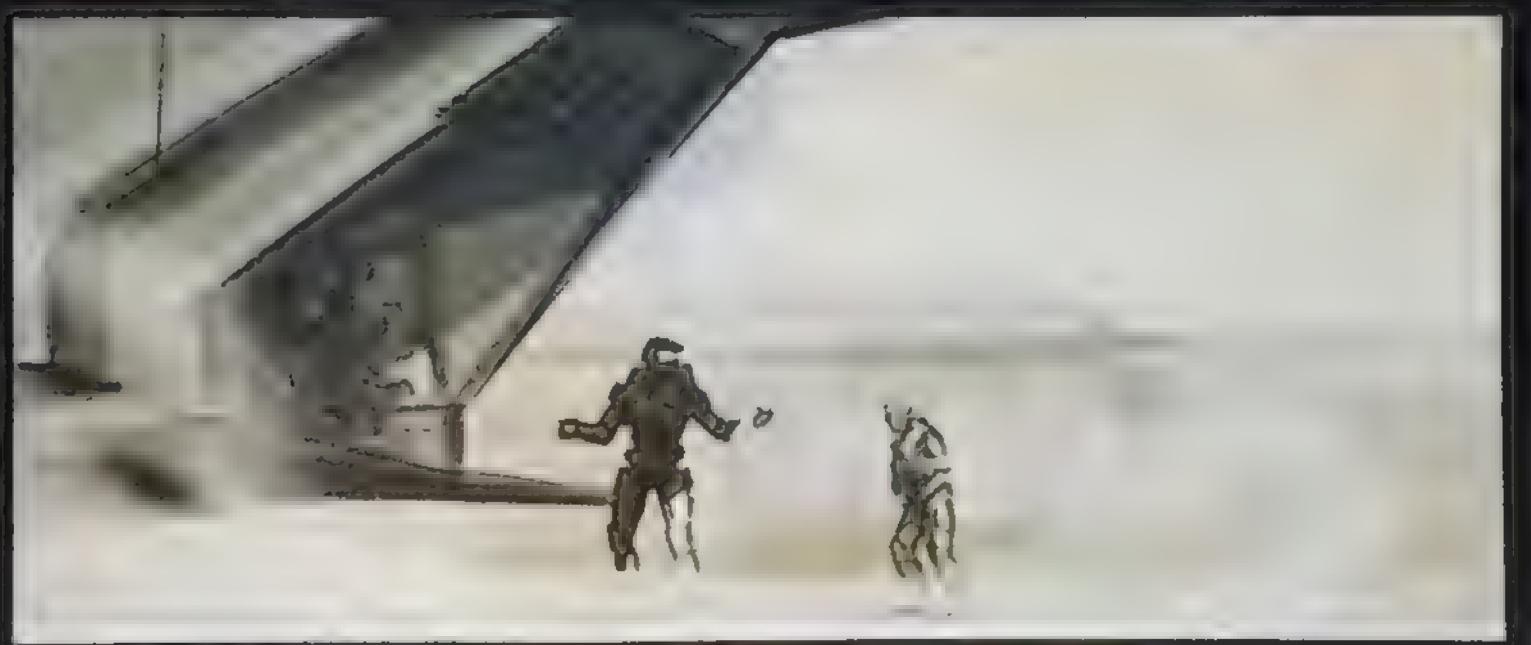
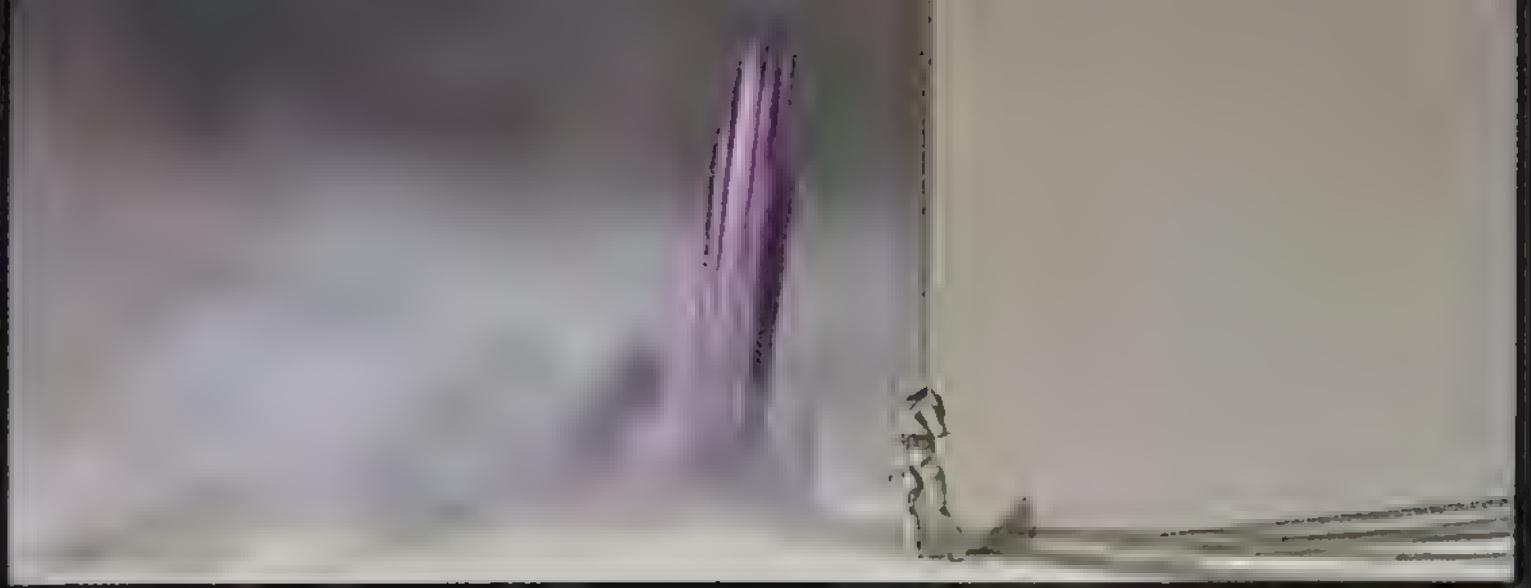
Simply leaf through this piece and enjoy the art for art's sake but, if you have a moment and some inclination, make sure you watch the in-game cinematics and compare and contrast the original vision with the end result. That, more than anything else, will show you how and why storyboards work, and why they're the only way to plan and build these moments. Enjoy.

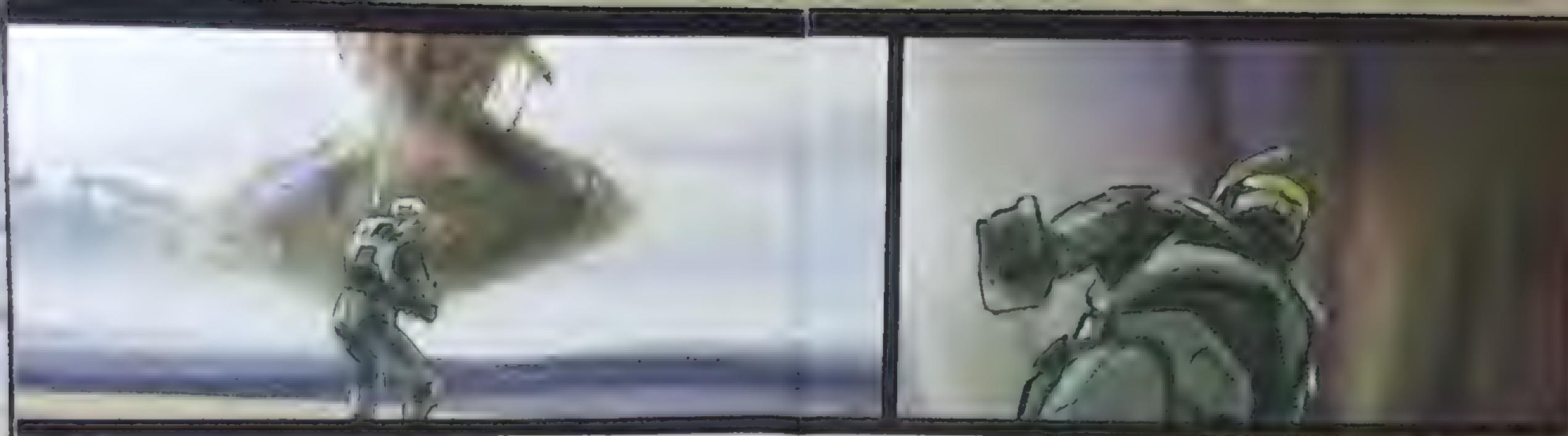
CAUTION: Spoilers ahead.



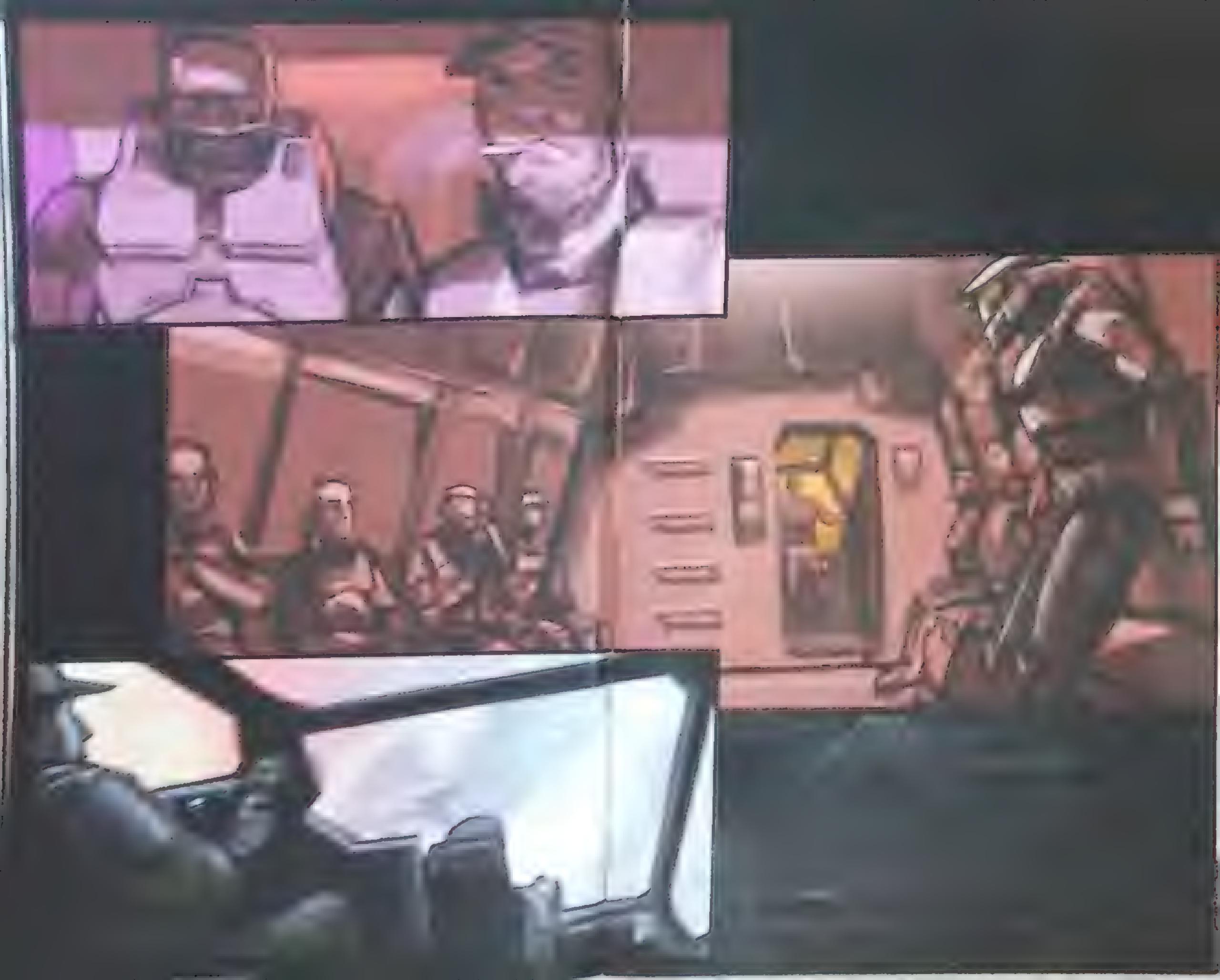


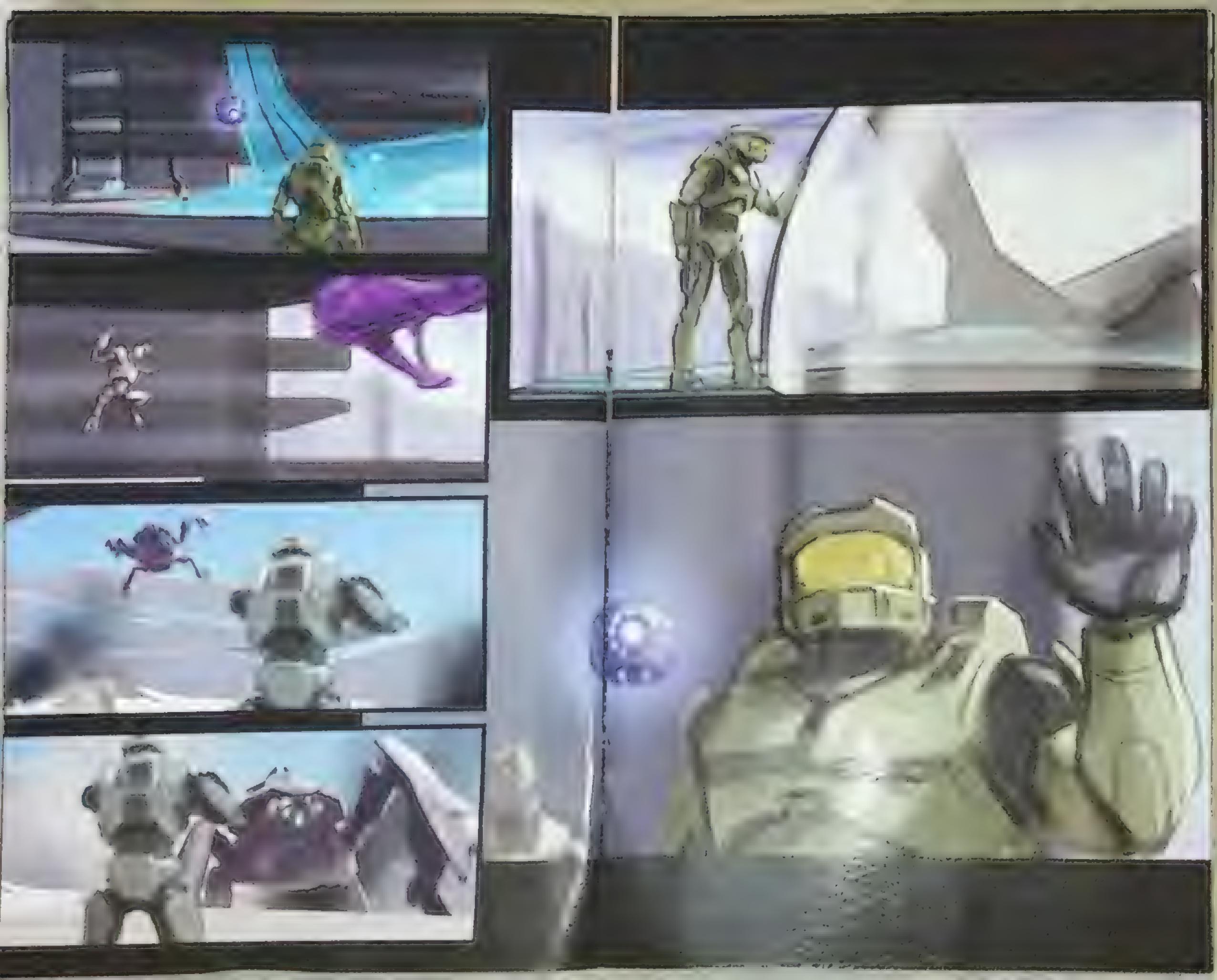


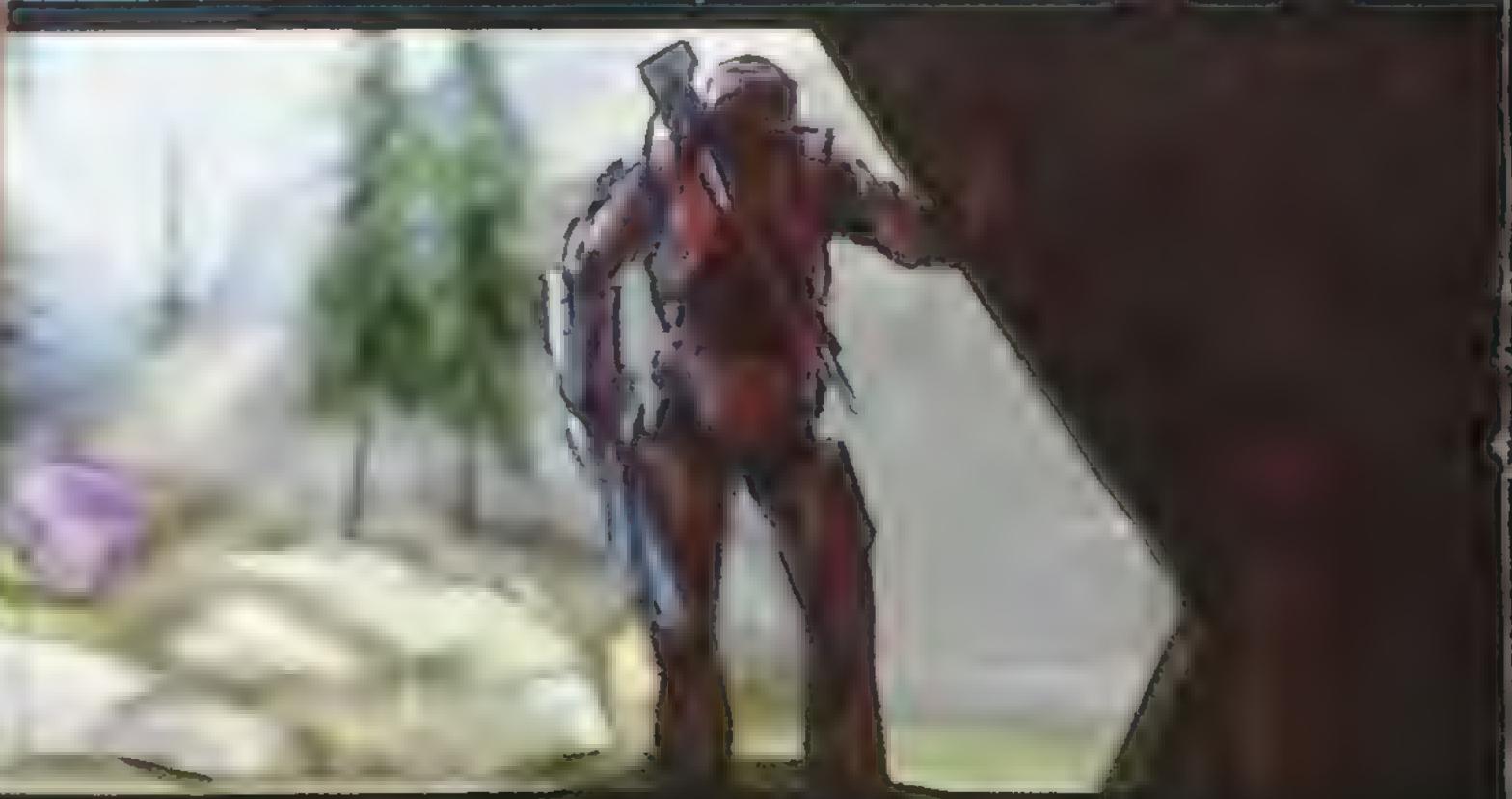




















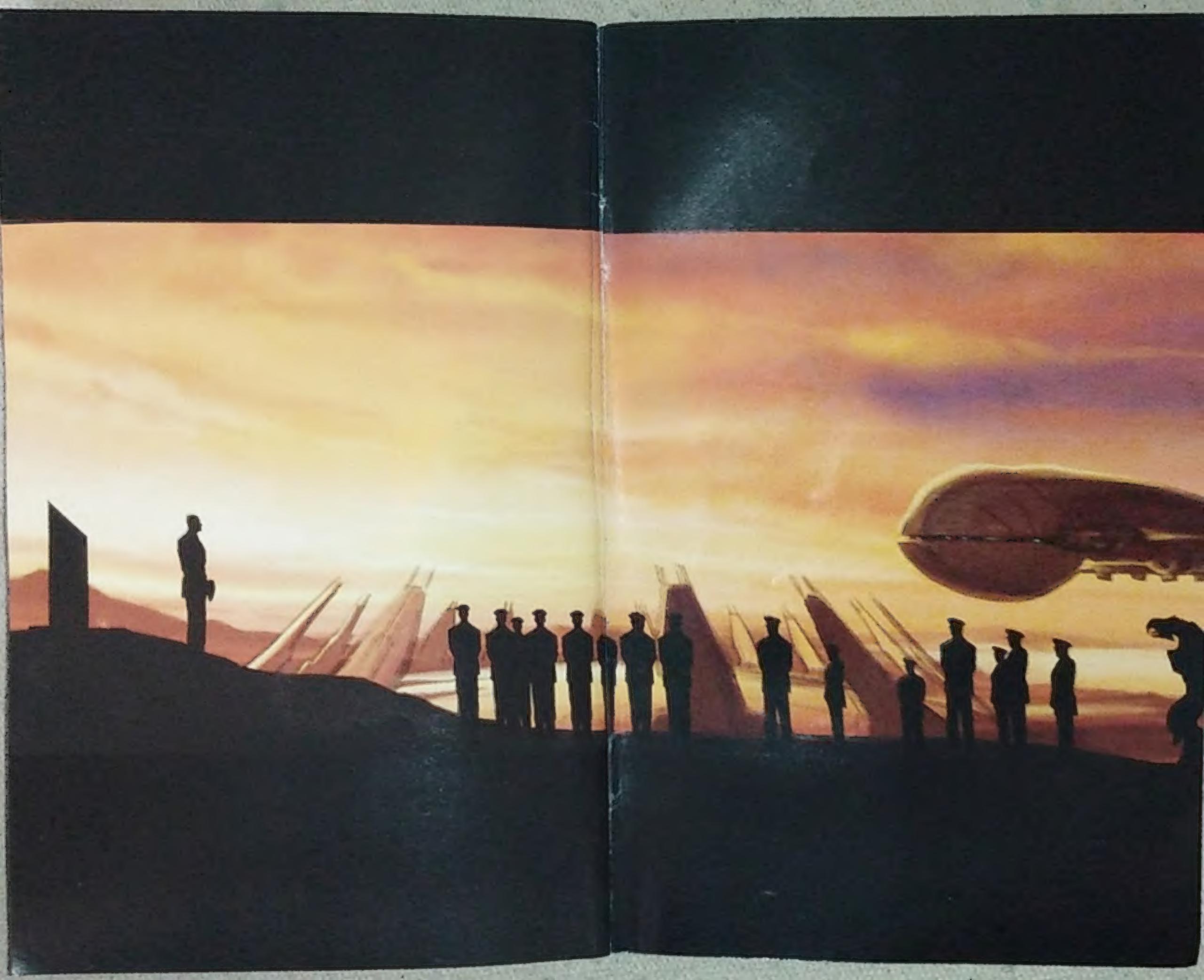












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 XBOX 360

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HALO WARS™

"Halo Wars" puts you in strategic command of entire armies in the far-reaching conflict between the UNSC and Covenant. Follow the discovery of an ancient artifact on the planet "Harvest", the first planet to be attacked by the Covenant.

For more info, visit:

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2008



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